



Commodore Public Domain Series

Introduction

The set of programs in this package is one in a series of twenty-seven sets in the Commodore Public Domain Series. This series of prepackaged software is designed to introduce you to the many practical, educational, and fun applications your home computer offers. The programs in this series show you things like how to make a mortgage table, convert decimal numbers into hexadecimal, follow a flow chart, and play word games on your computer.

A list of the programs in this set appears on the back of your diskette's folder. You'll find a brief description of the other twenty-six software sets at the end of this instruction sheet.

How to Load a Diskette

Before you start to use the programs in this package, please take the time to learn how to handle the diskette and how to LOAD it properly.

Diskettes are very sensitive to heat, moisture, and magnetism. Follow these guidelines to avoid damaging your diskette:

- Always store your diskette carefully by putting it back in its sleeve and standing it on edge.
- Keep it at a moderate temperature, away from moisture, sunlight, and sources of magnetism such as loudspeakers and telephones.
- Avoid touching the exposed areas of the diskette; always hold it by the covered edges.
- Don't bend the diskette, and don't attach paper clips to it.
- Use only a felt tip pen when you want to label a diskette.
- Don't open the disk drive gate when the red IN USE light is on.

Follow these steps to LOAD your diskette:

1. Turn on your computer and your disk drive.
2. Insert the diskette into the drive carefully. The side with the oval-shaped exposed area goes in first. The notched side should be on your left as you face the disk drive. Sometimes the notch is covered by a little piece of tape.
3. Make sure the diskette is firmly in place, and close the gate on the disk drive.
4. Key in: LOAD "program name",8
The program names are listed on the diskette folder. Key in the one you want exactly as it appears in the list.
5. Press the RETURN key.
6. Key in RUN and press RETURN after the following messages appear on your screen:

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SEARCHING FOR program name
LOADING
READY
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These programs were designed for use ONLY on the Commodore 64 or PET 64.

Other Packages in this Series

| DISK NAME | DISK ID | DESCRIPTION |
|------------------|---------|--|
| Business | I | 14 programs that range from calculating interest to simulating business and stock transactions. |
| Computer Science | I | 13 programs that include animation, drawing graphs, and sorting lists. |
| English | I | 14 programs such as word games, parts of speech, poetry, and definitions. |
| English | II | 16 programs that include spelling and vocabulary drills, homonyms, verb forms, and punctuation. |
| English | III | 15 programs on parts of speech. |
| English | IV | 15 programs that include drills on rhyming, unscrambling words, and spelling. |
| English | V | 13 programs that are mostly spelling drills and unscrambling words. There is also a quiz on Shakespeare plays. |
| English | VI | 12 programs, including tests on word meanings, spelling, and vocabulary. |
| English | VII | 3 challenging word games. |
| Games | I | 14 fun and educational games. |
| Games | II | 13 word guessing, logic, and math games, and a simulation of Hi-Q. |
| Games | III | 7 fun and educational games. |
| History | I | 4 quizzes on history and famous people, and a simulation of American elections. |
| Mathematics | I | 14 programs that include drills in arithmetic, algebra lessons, and math games. |
| Mathematics | II | 15 programs, including drills. |
| Mathematics | III | 15 programs on metric conversion, factoring, probability, math, and algebra. |
| Mathematics | IV | 14 programs that include factoring, drills, and algebra lessons. |
| Mathematics | V | 15 drills, quizzes, and math games. |
| Mathematics | VI | 15 more drills, quizzes, and math games. |
| Mathematics | VII | 16 programs on resultants, prime numbers, roots, and math quizzes. |
| Mathematics | VIII | 11 drills, games, and lessons on algebra, trigonometry, slopes, and factoring. |
| Geography | I | 13 quizzes and a printer map of England. |
| Science | I | 12 programs, mainly chemistry. |
| Science | II | 13 programs, mainly physics and chemistry. |
| Science | III | 12 assorted science programs. |
| Science | IV | 12 programs, mainly biology. |
| Technology | I | 10 assorted programs on technology. |